HKA	**14**	
row[6-9]	1	Barracks
	6	Gun Emplacements
row[10,12,14]	4	Buildings
row[14,15]	2	*** Missing guns
	1	off game

Machine Gun	**8**	
clifftop[5]	4	Machine Gun
row[11]	1	Machine Gun
	3	reserve
Grenadiers	**13**	reserve
clifftop[5]	**1**	**Flak Gun**
	1	**Command Bunker**

Possible Gun	**26**	
Event Chits	**43**	
Incoming Fire	**24**	1d6 + 10

anywhere (max 2 / place)

game start :

each clifftop[5] reveale at most 1 incoming fire